



BORIS THE SPIDER

**A Journal of Duplicitous Doings,
Raw Power, and Naked Greed**

*"Oh, what a tangled web we weave
When first we practice to deceive!"*
--Sir Walter Scott--



VOLUME VII, #27

(#211)

13 Mar 03

M FISHER WINS "DEITER"!

Congratulations go to Mike Fisher for winning our 4th SETTLERS OF CATAN game. Since I now have a yet unopened 5 & 6 Player expansion set, we can entertain up to 6 players for its successor, "Ernst". So far we have (at least) Goz, Wilson, and Copeland.

Looks like we have about six applicants and enough room to start, so all those that want to play TITAN, confirm your reservation soonest before I change my mind. Also give a thought to whether you'd want to play pbm (simultaneous movement) or pbem (sequential movement). In the latter case, Boris would just keep track of what's in which legion and to interpret rules. See Reference 1 for links to House pbm rules, variants, and to official errata.

Mark Frueh has volunteered to run the next 1830, 1856, or 1870 game. I suspect "Lord Stanley" will finish in five or six months to open room for his game.

GAME OPENINGS: (If interested, send stand-by orders)

DIPLOMACY: Both England and France may be available

CIRCUS MAXIMUS: Leadfoot Laertes and Whiplash Willie may be available

DIPLOMACY/COLONIAL DIPLOMACY/MACHIAVELLI/BALKAN WARS: Need to get a quorum in at least one of these. If interested sign up soonest and convince some of your face-to-face buddies to join in too.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "It is a bias to to think that the art of war is just for killing people. It is not to kill people. It is to kill evil. It is a strategy to give life to many people by killing the evil in one person." --- Yagyu Munenori

BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award (and free issue) goes to Walt O'Hara for his CIRCUS MAXIMUS press.

This month's Ms Nar Super-Sudsy Bomb is lobbed jointly at Morrison, Eveland, Hogan, and Boyum for NMRs.

REFERENCES:

1. <http://hometown.aoi.com/prbolduc/boris/borishome.htm>

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is 1800 CST 4 APR 03



MIRKWOOD: A wave of despair has swept the West leading to a military paralysis. Could Germany have developed a psychoactive gas? Or perhaps Italy stole it gained the most. The situation in the East remains fluid with Turkey taking it on the chin this season.

TROOP MOVEMENTS:

Russian A GAL retreats to UKR. Russian F SWE retreats to BOT.

AUSTRIA (R Fisher): A Gal S RUS A Ukr-Rum, [A Ser-Bul], F Gre S A Ser-Bul, A Bud S RUS A Ukr-Rum, F Adr-Ion;

ENGLAND (Morrison): NMRI [A Swe H(u, r-???)], F Nwg H(u), F Ska H(u), [F Nwy H(u)]

FRANCE (Boyum): NMRI A Mar H(u, r-???) [A Bar H(u, r-???)], F Lpl H(u), [F Lyo H(u)], A Pic H(u);

GERMANY (Anderson): A Den S RUS F Bot-Swe, A Ruh S A Bel, F Eng-Lon, A Bel S A Mun-Bur, A Mun-Bur, F Bal S RUS F Bot-Swe;

ITALY (K Wilson): A Spa S A Pie-Mar, A Pie-Mar F Tun-Tyn, [F Wes-Lyo];

RUSSIA (Fowble): A Ukr-Rum, A StP-Nwy, F Bot-Swe, A Mos-Ukr;

TURKEY (Nichols): F Con S A Bul, [A Rum-Ser](d), A Arm S A Sev, [A Sev S RUS A Mos](otm), [A Bul S A Rum-Ser], F Smy-Aeg.

Orders in brackets fail; d = disbanded, otm = off the board, otm = on the move, r-??? = must retreat somewhere, u = unordered. See map at <http://hometown.aol.com/prbaldue/boris/mindex.html>

English A FIN must retreat otm or to FIN. French A BUR must retreat otm or to GAS or PAR. French A MAR must retreat otm or to GAS. Note if both r-GAS, both are destroyed.

SUPPLY CENTERS:

AUS: Bud Tri Vie Ser Gre	(5) Even
ENG: Edi -Lon -Lpl Nwy	(2) Tear 2 *
FRA: Bre -Mar Par Por -Spa +Lpl	(4) Tear 1 **
GER: Ber Kie Mun Bel Den Hol +Lon	(7) Build 1
ITA: Nap Rom Ven Tun +Mar +Spa	(6) Build 2
RUS: Mos StP Swe War +Rum	(5) Build 1
TUR: Ank Con Smy Bul -Rum Sev	(5) Even

* If A FIN retreats otm, then tear 1.

** If either A MAR or A GAS retreats otm, then even. If both retreat otm, build 1.

Due next time: Your builds/tears and orders or Spring 1904 and Press.

EMBASSY BEAT

Bologna Head to Cheese Head: My eastern neighbors aren't the ones who attacked me right off the bat. I actually considered backing off a bit, to see how things developed, but now I've got a little advantage and a potential ally massing on your other border, so I think I'll just stick around a while.

SauerKraut to France- The doctor says these delusional/paranoid episodes will pass if I continue my medication. I have got to go now. I have got to let the crow fly, even if it is stuffed. It doesn't go very far.

T-A: I attempted to create a stand-off so we would maintain the status quo ... hope it did. It's not in either of our interests to be enemies.



MACHIAVELLI

NOW IT'S OVER!

2002 Gpw10

Spring 1529

TROOP MOVEMENTS

France (13d) does nothing. Florence (33d) maintains all and builds A PISA (-27d). The Papacy (10d) supports both units and builds G ROME (-9d). Turkey (24d) maintains all but G ANC, and F OTR and builds A DUR (-21d). Venice (59d) maintains all but A Carin (42d), builds F Ven, A Pad (6d).

FLORENCE (Cole, 6d): F Cor H, F LS S A Gen, A Salz-Sav, A Gen H, F Sar H, A Are S A Flo, (A Ste-Pio), A Flo H, (A Pisa-Pio);

FRANCE (McConnell, 0d): No units;

PAPACY (K Wilson, 1d): A Spo S A Rome, A Rome S A Spo, G Rome S A Rome;

TURKEY (Scott, 3d): F Anc-Aqu, F TS S A Aqu-Cap, A Aqu-Cap, F Tun-CM, A Her-Alb, (F LA S A Dur-Alb) (-???) (G Anc = F Insu), A Dur S A Her-Alb.

VENICE (Vasseur, 11d): A Mod S A For-Gen, F Rag S F UA-LA, A Av-Pro, (A Urb-Flo), A Tur-Salz, (A Alb-Her), (A For-Gen), F Del S F UA-LA, A Swi-Tur, A Cro-Bos, A Bol-Pis, A Tyr-Com, F UA-LA, A Luc S A Bol-Pis, A Pad-Fer, F Ven-UA.

AUTONOMOUS: Per

Orders in brackets fail; b = besieged, d = destroyed, imp = impossible, nc = not controlled, usu = no such unit, ntb = nothing to besiege, otb = off the board, otm = on the move, r-??? = must retreat to ???, u = unordered.

We have Cole and Anderson signed for another game. Send your druthers as to scenario and rules.

BORIS WORLD PRESS REVIEW

Svenotti wakes up with a gasp. It was only a dream. Soooo beautiful. People cheering. Peace on earth and mercy mild. Flowers and feast on the streets. Ah, this was a dream worth to remember. Reality will never match it. <sigh>

Svenotti rolls over and falls asleep again with a happy smile on his face (he would have ordered everything to hold).

ENDGAME STATEMENTS

WILSON: Hey! At least I survived. Given where I picked this one up and a very good stab by Venice right after, I'm surprised I got to stick around until he wrapped it up. Well played by Svenotti. I hope Lee will give us more on why he surrendered.

COLE: Congrats to Sven - well played and loved reading the adventures of Svenotti!

O'CONNELL: AFTER MUCH WORK EARLY ON TO BRING EVERYONE TOGETHER AND SUCCESSFULLY DEFEAT POWERFUL AUSTRIA...SO WE COULD EVEN HAVE A GAME. I DIDN'T HAVE THE HEART TO SUPPORT ANY ONE PLAYER FOR THE VICTORY. NOBODY WAS LISTENING TO ME ANYWAY.

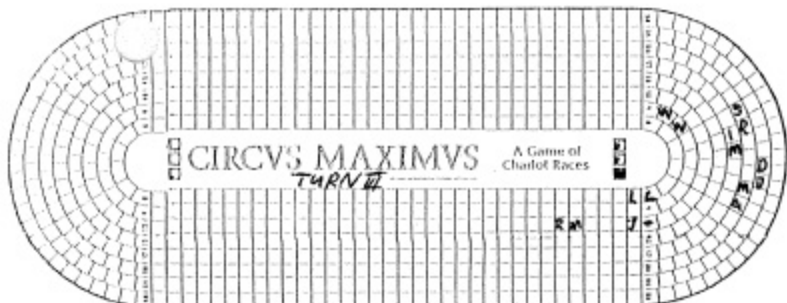
SO I RETIRED TO MY VINES IN SUNNY FRANCE.

PLEASE STOP BY FOR A TOAST OR TWO WHEN IN THE NEIGHBORHOOD.

VENICE CAN FURNISH THE CHEESE SINCE HE NOW OWNS SWISS.

SCOTT: At last, an ending to a very unusual game. The fact that none of us caught that Austria should have been eliminated, the replacement players playing so much different then those they replaced, France's actions.... and I'm still not certain that when our esteemed GM adjusted my bribe over Rome/Per a few turns ago, that the way it was done hurt me, or helped me. I don't have the new rules, and was unaware of the cost of the bribes, so it was I who caused that anyway. Good finish SEVN! We never did clash much, which was mostly as we promised early on.... Kevin, you're always a tough OPPONENT, sure hope to be allied with you for a complete game some time. Forrest

--continued on p 17



First Dolphin

Odds	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
4-1	Purple	Leadfoot Laertes (+1/7)	M	Y	10/10	6335	49	18	3/3
4-1	Red	Rufus Magnus (+2/7)	H	Y	10/10	5324	30	16	3/3
5-1	Green	Josephis (+2/9)	L	Y	10/10	7447	30	24	3/3
6-1	Blue	Sprinticus Rex (+2/8)	L	Y	10/10	7545	23	23	3/3
8-1	Orange	Maximus Gladiolus (0/7)	M	Y	10/10	7436	40	20	3/3
21-1	Yellow	Davidus Detroiti (+2/6)	L	Y	10/10	4444	70	18	3/3
32-1	White	Minnesotus (+1/7)	M	Y	10/10	7536	33	21	3/3
120-1	Aqua	Whiplash Willie (+1/6)	M	Y	10/10	5435	32	18	3/3

TURN III

Maximus (York): 19, no whip. Ahead 19. Score 1st Dolphin.

Leadfoot (Hogan): **NMRI** 18, no whip. Ahead 15 (corner strain at 10 over; 8-1 = Jostle, CDM to -2, lose 3 MP, -10 END).

Whiplash (Eveland): **NMRI** 16, no whip. Ahead 10, corner strain at 9 over (9-1 = LH; 6 = 1 Injury point, -9 END). Ahead 8.

Davidus (Dave A): 17, whip (6, -6 END). Ahead 5, attack Minnesotus cart to horse. M fails to brake (4+1 vs 8+2; 5-3 = 0 inj). Out 1, ahead 5 (corner strain at 3 over; 6-2 = n/e, -3 END) attack Sprinticus cart to horse. Sprinticus brakes (11+2 vs 9+2, -2 END). Ahead 5, out 1 ahead 5.

Rufus (O'Hara): 16, no whip. In 2, ahead 8, attack Josephis cart-horse. J brakes (9+2 vs 7+2, -2 END). Out 1, attack Minnesotus cart-horse. M fails to break (6+1 vs 6+2) and takes (8+3 = 3 Injury pts to #1 horse). Ahead 1.

Josephis (R Fisher): 10, no whip. In 1, ahead 6, out 1, ahead 1.

Minnesotus (Kannel): 17, no whip. Ahead 6, attack Sprinticus cart-horse. S evades (11+2 vs 7+1, -1 MP). Out 1, but cornerstrains at 2 over (13-1 = 12 = slideslip -2 END), so can't attack S again. Ahead 9.

Sprinticus (Copeland): 20 (-1 for evasion), no whip. Ahead 5, out 2, ahead 6, in 1, ahead 2, in 1.

See map at: <http://hometown.aol.com/MsNar/naps/CM5.gif>

See game transcript at: <http://hometown.aol.com/prbolduc/boris/index.htm>

Odds	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
4-1	Purple	Leadfoot Laertes (+2/7)	M	Y	10/10	6335	39	15	2/3
4-1	Red	Rufus Magnus (+2/7)	H	Y	10/10	5324	30	16	3/3
5-1	Green	Josephis (+2/9)	L	Y	10/10	7447	28	24	2/3
6-1	Blue	Sprinticus Rex (+2/8)	L	Y	10/10	7545	21	23	2/3
8-1	Orange	Maximus Gladiolus (0/7)	M	Y	10/10	7436	40	20	2/3
21-1	Yellow	Davidus Detroiti (+2/6)	L	Y	10/10	4444	61	18	2/3
32-1	White	Minnesotus (+1/7)	M	Y	10/10	4536	31	18	2/3
120-1	Aqua	Whiplash Willie (+1/6)	M	Y	10/10	4435	32	17	2/3

--Continued on p 15

THE CAST: (In Tiebreak Order)

London (McCabe): \$131, 16C, 4K, 80M, SV-10
Paris (Frueh): \$132, 13C, 4K, 90M, ON-2
Genoa (Copeland): \$76, 10C, 6K, 80M, Gal-6
Hamburg (Debbie A): \$80, 7C, 3K, 80M, Gal-6
Venice (Hanna): \$87, 9C, 2K, 70M, SV-10
Barcelona (Buttitta): \$135, 10C, 3K, 90M, SV-10

ADVANCES

A,B,E,F,H-K,N-S,V-X
 A-C,E,F,I-K,N-T,V-X
 A,E,F,N,O,R,V,W
 A,B,F,I,J,R,W
 A,B,E,F,I,J,N,O,R,S,V,W
 A,E,F,I,N,O,R,S,V,Y

There is neither a surplus nor a shortage.

6.7: Bid Phase

H bids 4t. G bids 6t. V bids 7t. L bids 14t. B bids 17t. P bids 28t.

7.2: Card Buying Phase (continued): L discards "Timber"; P discards "Wool".**7.3: Play Cards Phase:** L uses "Q" to move up in the order.

H (4t) plays no card.

G (6t) plays "Metal" (G&L +\$24, B&P +\$6), "Grain" (G,H & L +\$16, P +\$4), and "Enlightened Ruler".

L (14t) plays "Grain" (G,H&L +\$16, P +\$4), and "Oldenburg" (1st leader).

V (7t) plays no card.

B (17t) plays "Prince Henry" (\$10 protection).

P (28t) plays no card.

THE CAST: (In Turn 7 Order)

Hamburg (Debbie A): \$108, 7C, 3K, 80M, Gal-6, 4t
Genoa (Copeland): \$126, 10C, 3K, 80M, Gal-6, 6t
Venice (Hanna): \$80, 9C, 2K, 70M, SV-10, 7t
London (McCabe): \$173, 16C, 2K, 80M, SV-10, 14t
Barcelona (Buttitta): \$114, 10C, 2K, 90M, SV-10, 17t
Paris (Frueh): \$118, 13C, 4K, 90M, ON-2, 28t

ADVANCES

A,B,F,I,J,R,W
 A,E,F,N,O,R,V,W
 A,B,E,F,I,J,N,O,R,S,V,W
 A,B,E,F,H-K,N-S,V-X
 A,E,F,I,N,O,R,S,V,Y
 A-C,E,F,I-K,N-T,V-X

THE BOARD:

B: C @ Alex, Alg, BAR, Basq, Fez, Gra, Lis, Tol, Tre, Val; 1T @ Bare, Tou.

G: C @ Bel, Con, Cyp, Flo, GEN, Lyo, Mar, Sic, Smy, Tun; 1T @ Ada.

H: C @ Bru, Dan, HAM, Kie, Lub, Nov, Rig; 1T @ Col, Cop, Kaf, Mal, Mit, Pra, Smo, Ste, Whl.

L: C @ Ber, Cal, Che, Edi, Erz, Ice, LON, Poz, Sev, Sto, Sue, Tan, Tri, WAF, Wat, Yor; 1T @ Arm, Corn, Kon, She, StM, Wal.

P: C @ Acr, Alep, Basl, Bor, Bud, Chi, Cre, Dub, Dj, Ein, Nur, Str, Salo; 1T @ Ath, Dur, Gal, Jer, Lev, PAR, Pra, Tar.

V: C @ Ang, Mil, Mon, Nap, Potl, Rom, Sar, Var, VEN; 1T @ StG.

Due next time are orders for Turns 7.4 (Purchase), 7.5 (Expansion).

Your cards (Karte) are:

LEGEND: c = white circle, C = colored circle, K = cards, M = misery, ML = misery level, t = white token, T = colored token

See <http://hometown.aol.com/msnar/maps/Cyning.gif> for map

See <http://hometown.aol.com/prbolduc/boris/trans/Cyning.html> for game transcript



BRITANNIA

"Egbert"

Turn XIII (cont)



The East:

Blue: Kevin Wilson Green: Dave Anderson Purple: Chuck Hanna Red: Peter Boyum

Board

R-Bs (1): 2A @ Skye.

Welsh (1.5): 3A @ Powys; 2A @ Gwent; 1A @ Cornwall, Clwyd, Devon, Dyfed, Gwynedd.

Picts (1): 2A @ Alban; 1A @ Mar.

Caledonians (2): 1A @ Hebrides.

Irish (1.5): 2A @ Hwicce, March; 1A @ Downlands.

Scots (0): 2A @ Dunedin; 1A @ Strathclyde.

Norsemen (1): 2A @ Caithness, Dalraida, Galloway, Moray; 1A @ Orkneys.

Dubliners (0): 1A @ Cheshire, Cumbria, Pennines, York*.

Danes (0): 2A @ North, 1A @ N Mercia.

Saxons (1): 3A, Alfred @ Lindsey; 1A @ Avalon, Bernicia, Essex, Kent, Lothian, Norfolk, S Mercia, Suffolk, Sussex, Wessex, York*; Edgar @ ???.

Score: Red 72.5, Purple 63, Green 49.5, Blue 31

TURN XIII

Dubliners (0): Second Wave: 2A Cheshire-York, 1A Pennines-York (5.3, 1:5.5; 5:3 -2 Dubliners, -2 Saxons)

Dane (0): Grow 1 pp. 2A North-Bernicia (5, 1:5 -1 Dane, -1 Saxon).

Saxons (1): Alfred dies. Grow 9.5 pp. Add 1A @ ____, ____, ____. Place Edgar @ ____.

Score: Red 72.5, Purple 63, Green 49.5, Blue 31

Board

R-Bs (1): 2A @ Skye.

Welsh (1.5): 3A @ Powys; 2A @ Gwent; 1A @ Cornwall, Clwyd, Devon, Dyfed, Gwynedd.

Picts (1): 2A @ Alban; 1A @ Mar.

Caledonians (2): 1A @ Hebrides.

Irish (1.5): 2A @ Hwicce, March; 1A @ Downlands.

Scots (0): 2A @ Dunedin; 1A @ Strathclyde.

Norsemen (1): 2A @ Caithness, Dalraida, Galloway, Moray; 1A @ Orkneys.

Dubliners (0): 1A @ Cheshire, Cumbria, Pennines, York.

Danes (0): 1A @ Bernicia, N Mercia.

Saxons (1): 3A, Alfred @ Lindsey; 1A @ Avalon, Essex, Kent, Lothian, Norfolk, S Mercia, Suffolk, Sussex, Wessex.

Legend: A = infantry army, C = cavalry army, F = fort, L = leader, pp = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, * = in melee, # = attack by/against cavalry

See map at: <http://hometown.aol.com/MsNark/maps/Egbert.gif>

Cast: Mike Fisher (F) James Kanne (K) Rick Copeland (C) Debbie Anderson (A)

ERRATA: F collected 3 wool from f4 in turn 17.1 allowing him to trade 10 wool for 3 brick and 2 lumber and building roads at e1/e2, f1/f2 and f2/e2 (-3g, -3L), gaining the Longest Road (+2 VP, -2 VP to C). F now has 1 grain and 1 wool.

17.2 (K): (4) K collects 1 ore from b4. Copeland collects 2 grain and F 1 grain from e3. Plays "Monopoly" to control lumber. Build roads a2/b3, a3/b3, a3/b4, ~~a4/b4~~ (3g, 3L).

17.3 (C): (8) K collects 3 brick from b3. F collects 3 wool & C collects 1 wool from f3. Trades 3 grain for 1 ore. Build a city at d5/e4/e5 (-ggooo).

17.4 (A): (7) A moves Robber to b3 and steals wool from K. Does nothing.

18.1 (F): (10) K collects 3 wool and F 1 wool from c3. F collects 3 wool from f4. Trades 6 wool for 23 ore. Builds city @ d3/e2/e3 (-ggooo) and **WINS**.

Inventory/Summary (Robber at b3).

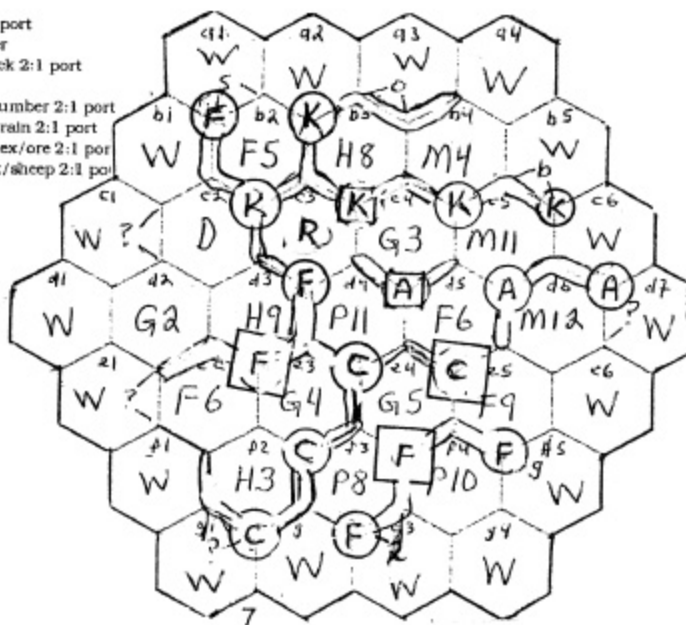
Player	Br	Gr	Lum	Ore	Wool	VP	Cards	Knights	Other
Fisher	0	0	1	0	2	10	1	0	Road(9), WINS
Kanne	4	0	0	1	3	6	3	2	
Copeland	0	0	0	0	4	5	0	1	
Deb A	0	1	0	0	3	6	1	3	Army

Due next time: Any end of game comments and sign-ups for the next game. Have Goz, K Wilson, Copeland.

LEGEND:

- ? generic 3:1 port
- # dice number
- H/b hill hex/brick 2:1 port
- D desert hex
- F/l forest hex/lumber 2:1 port
- G/g grain hex/grain 2:1 port
- M/o mountain hex/ore 2:1 port
- P/s pasture hex/sheep 2:1 port
- R robber
- W water tile

Your cards are:





LORD STANLEY

SR 7



Errata: Most of the player cash totals were wrong and some of the loan totals. CV had to use part of its earnings to pay its loan. TBG paid \$521 to CA for the 4-train.

PLAYER STATUS: (* = Prez)

Frueh: \$256, 5 CA*, 1 LPS, 5 TGB*
 Butcher: \$298, 6 GT*, 6 CV*
 Butitta: \$444, 6 WR*, 1 CA
 Zieske: \$381, 4 LPS*, 6 THB*
 Hanna: \$120, 6 GW*, 6 BBG* (Priority)

CORPORATION STATUS:

Corp	Prez	Price	Par	IO	Pool	Loans	Escrow	Cash	Trains	Tokens
LPS	PZ	D175	90	0	5	0	---	779	4	C14, F17
CA	MF	D110	80	3	1	3	---	604	5	D17, C14(Port), Br
GT	TB	E100a	65	1	3	6	---	375	3	P9
CV	TB	E100b	70	3	1	2	140	013	4	N11w
WR	JB	A100	100	4	0	2	100	110	4	O16, Tun
THB	PZ	B90	100	3	1	0	---	016	33	L15N
BBG	CH	D75	100	1	3	0	---	662	5	J15, L13, F15
GW	CH	G60	65	2	2	7	---	021	33	F15, F17, D17
TGB	MF	E60	100	1	4	2	---	000	4	K8

SR 7

Hanna buys 1 GT from the IO (\$65 to GT, IO sold out).
 Frueh sells 1 TGB (+\$60, TGB to F55) and buys CA from IO (\$80 to CA).
 Butcher buys 1 CA from IO (\$80 to CA).
 Butitta sells 1 CA & 1 WR (+\$200, CA drops to E100c, WR to B90b), buys Prez share of CPR at par at \$100 (\$200 to CPR).
 Zieske sells 4 THB (+\$360, THB drops to F65), buy 1 LPS (-\$175).
 Hanna sells 1 GT (+\$100, GT to F90) and buys 1 CV from the IO (\$70 to CV).
 Frueh buys 1 BBG from the pool (-\$75).
 Butcher buys 1 LPS (-\$175).
 Butitta buys 1 CPR (\$100 to CPR).
 Zieske buys 1 CA (-\$110).
 Hanna sells 1 CV (+\$100, CV to F90b) and buys 1 LPS (-\$175).
 Frueh & Butcher pass. Butitta buys 1 CPR (\$100 to CPR).
 Zieske buys 1 BBG (-\$75).
 Hanna, Frueh & Butcher pass. Butitta buys 1 CPR (\$100 to CPR).
 Zieske buys 1 GT (-\$90).
 Hanna, Frueh & Butcher pass. Butitta buys 1 CPR (\$100 to CPR).
 Zieske buys 1 CV (-\$90).
 Hanna, Frueh, Butcher & Butitta pass. Zieske buys 1 WR (-\$90).
 Hanna, Frueh, Butcher & Butitta pass. Zieske buys 1 GW (-\$60).
 Hanna, Frueh, Butcher & Butitta pass. Zieske buys 1 TGB (-\$55).
 All pass. Hanna retains the priority.

PLAYER STATUS: (* = Prez) cert limit = 13

Frueh: \$161, 6 CA*, 1 LPS, 4 TGB*, 1 BBG (10 certs)
 Butcher: \$43, 6 GT*, 6 CV*, 1 CA, 1 LPS (12 certs)
 Butitta: \$44, 5 WR*, 1 CA, 6 CPR* (10 certs)
 Zieske: \$26, 5 LPS*, 2 THB*, 1 CA, 1 BBG, 1 GT, 1 CV, 1 WR, 1 GW, 1 TGB (12 certs)
 Hanna: \$10, 6 GW*, 6 BBG*, LPS (11 certs) (Priority)

CORPORATION STATUS:

Corp	Prez	Price	Par	IO	Pool	Loans	Escrow	Cash	Trains	Tokens
LPS	PZ	D175	90	0	2	0	---	779	4	C14, F17
CA	MF	E100	80	0	2	3	---	844	5	D17, C14(Port), Br
CPR	JB	A100	100	4	0	0	---	600	-	(M4)
GT	TB	F90a	65	0	3	6	---	440	3	P9
CV	TB	F90b	70	2	1	2	210	013	4	N11w
WR	JB	B90	100	4	0	2	100	110	4	O16, Tun
BBQ	CH	D75	100	1	1	0	---	662	5	J15, L13, F15
THB	PZ	F85	100	3	5	0	---	001	33	L15N
GW	CH	G60	65	2	1	7	---	021	33	F15, F17, D17
TGB	MF	E60	100	1	4	2	---	000	4	K8

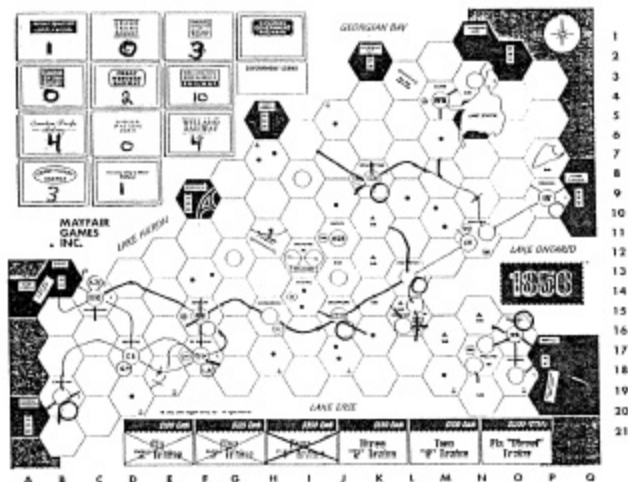
The Bank has 58,184.

AVAILABLE TRAINS: 566DDDDDD...

AVAILABLE TILES:

Yellow: #1(1), #2(1), #3(3), #4(3), #5(1), #6(2), #7(5), #8(5), #9(8), #55(1), #57(3), #58(1), #69(1)
Green: #14(0), #15(1), #16(1), #17(1), #18(1), #19(1), #20(1), #23(3), #24(4), #25(1), #26(1), #27(1), #28(1), #29(0), #59(2), #121(2)
Brown: #39(1), #40(1), #41(3), #42(3), #43(2), #44(1), #45(2), #46(2), #47(2), #63(4), #64(1), #65(1), #66(1), #67(1), #70(1), #122(1), #125(2), #127(1)

Due next time: Orders for ORs 7.1 & 7.2 but we'll halt if the CGR forms. That could be as early as CA's OR 7.1. Hanna has the Priority.





1835

OR 6.1 & 6.2



MORE ERRATA: Ron has pointed out that I mapped #3's play of #205/F10(w) to F14 -- actually it must be #205/F10(e). This changed incomes for #2, #3, #5, and SX slightly.

Player Status (* = Direktor)

Fisher: 110 M, #1, #3, #6, 1 BY, 1 SX, 4 BA*

Hanna: 30 M, 5 SX*, Braun, 2 BA <Zug>

Butitta: 93 M, #2, PB, 3 SX, 2 BA

Butcher: 149 M, 5 BY*, Hann, OB

Zieske: 120 M, #4, #5, 4 BY, 1 SX

CORPORATION STATUS:

Corp	Dir	Price	IO	Pool	Cash	Trains	Tokens
#1	RF	--	--	--	100	2	H2
#2	JB	--	--	--	225	23	E19
#3	RF	--	--	--	140	2	F14
#4	PZ	--	--	--	315	2	G5
#5	PZ	--	--	--	0	22	E19
#6	RF	--	--	--	150	2	C11
PR		D154	4	0	--	--	--
BY	TB	D102	0	0	279	222+2+	O15, L14N, H20
SX	CH	C100	0	0	400	2+2+3	H16, E19
BA	RF	D84	(2)0		672	-	L6

OR 6.1

Privates pay Butitta 15 M, Hanna 25 M, and Butcher 40 M.

Corp	Tile Lay	Token	Earn	Dv	Trains	Price	Notes
#1	#215/L6(se)	--	40	20	-2	--	
#2	#15/F214(e)	--	170	85	23	--	
#3	#4/H10(sw)	--	70	35	-2	--	
#4	#211/G3(ne)	--	60	30	2+2	--	-50 M, a
#5	-----	--	70	35	2+2+3	--	-180 M
#6	#8/B18(w)	--	60	30	2	--	
BY	#208/H20(sw)	--	250	25	222+2+	D112	
SX	#9/F20(se)	H20	270	27	2+2+3	D94	-40 M
BA	#9/K7(ne)	L6E	---	--	+2,+2,+3	D80	-50 M, b

a) Buys 2-train from #5 for 295 M.

b) buy 2-train from #1 for 130M, buy 2-train from #3 for 90M, buy 3-train from bank for 180M

OR 6.2

Privates pay Butitta 15 M, Hanna 25 M, and Butcher 40 M.

Corp	Tile Lay	Token	Earn	Dv	Trains	Price	Notes
#1	#207/H2(ne)	--	0	0	+3+	--	-270 M
#2	-----	--	180	90	23	--	
#3	-----	--	70	35	2	--	
#4	-----	--	100	50	22	--	
#5	-----	--	180	90	23	--	
#6	#25/C19(e)	--	0	0	+3+	--	-270 M
BY	#23/F20(se)	--	300	30	222+2+	D124	
SX	#3/I15(ne)	--	270	27	2+2+3	D112	
BA	#9/I9(ne)	F14	220	22	223	D84	-70 - 120 M

Player Status: (* = Direktor)

Flaher: 427 M, #1, #3, #6, 1 BY, 1 SX, 4 BA*

Hanna: 394 M, 5 SX*, Braun, 2 BA <Zug>

Buttitta: 504 M, #2, PB, 3 SK, 2 BA.

Butcher: 504 M, 5 BY*, Hann. OB

Zieske: 599 M, #4, #5, 4 BY, 1 SX

CORPORATION STATUS:

Corp	Dir	Price	IO Pool	Cash	Trains	Tokens
#1	RF	--	-- --	0	3+	H2
#2	JB	--	-- --	400	23	E19
#3	RF	--	-- --	210	2	F14
#4	PZ	--	-- --	050	22	G5
#5	PZ	--	-- --	240	23	E19
#6	RF	--	-- --	30	3+	C11
PR		D154	4 0	--	--	---
BY	TB	D102	0 0	279	222+2+	O15, L14N, H20
SX	CH	C100	0 0	360	2+2+3	H16, E19
BA	RF	D84	(210	12	223	L6SE

The Bank has 7.991 M.

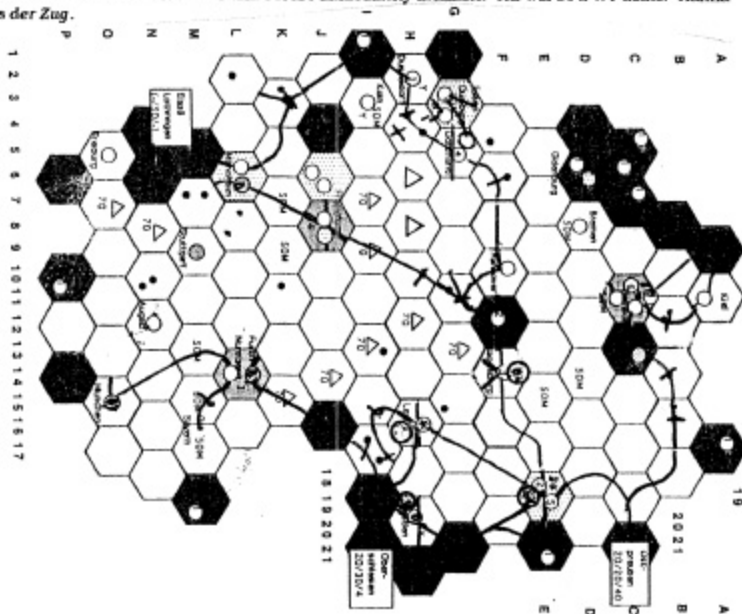
Trains available: 3+, 444.4+, 55.5+, 66.6+, 6+6+6+

Tiles available:

Yellow: #1(0), #2(1), #3(1), #4(1), #5(3), #6(1), #7(8), #8(8), #9(3), #55(1), #56(1), #57(2), #58(0), #69(1), #201(1), #202(2)

Green: #12(2), #13(2), #14(0), #15(2), #16(2), #18(1), #19(2), #20(2), #23(2), #24(3), #25(2), #26(2), #27(2), #28(2), #29(2), #87(1), #88(2), #203(1), #204(2), #205(0), #206(1), #207(1), #208(1), #209(0), #210(1), #211(0), #212(1), #213(1), #214(1), #215(0)

Due next: Orders for SR 7. WT and PR are immediately available. HE will be if WT floats. Hanna has der Zug.



Down with the King

Duel a Dud! Court Ball!

Turns 7, 8 & 9



The Cast:

D&D Anderson: Lord Jeffrey (#23 & 61), 2 IP, 13/4 PP, 12 cards, #51, #24(MC).
A. Bargender: Knight James (#22, MC), 7 IP, 22/10 PP, 10 cards, #52(H), #34, #12(H), #66.
Copeland: Marquise Margaret (#56), 9 IP, 53/27 PP, 12 cards, Philip, #46, #54, #31, #53, #25.
Fowble: Earl Robert (#16/62), 7 IP, 27/10 PP, 12 cards, #13(H), #45, #21, #11, #26, Almy.
York: Countess Mary (#64), 6 IP, 16/1 PP, 12 cards, #42(H), #63(H), #55(H).

The Cabinet:

Monarch: King George (20 Support)
Navy: Lord Arthur (#36)
State: Earl Duncan (#34), Ja
Trade: Duke Marley (#44), Je
Epallin: Sir Donald (#21), Ro
Sandarkan: Sir Guy (#12), Ja
City States: Sir Richard (#14)

Consort: Queen Catherine
High Minister: Duke Henry (#43)
Army: Earl Francis (#33)
Justice: Lord Mortimer (#35) 1
Beazyar: Sir Michael (#15)
Cronos: Sir Drew (#11), Ro
Treasury: Duke Roland (#42) H Ma

Turn 7:

Sir Robert's henchman Sir Makolm (duel 3: rolls 5) duels the Admiral (duel 3: rolls 3) to no effect.
Mary discarded "Extradiction".

Turn 8:

- 1. Player order is:** Robert, James, Jeffrey, Margaret, Mary.
- 2. Office:** n/a
- 3. Political Problems:** Treason & Conspiracy Trials, Lord Mortimer (1) resolves the problem.
Monarch's support is 30.
- 4. Crown Event:** 7, Two Political Problems: 7, Treason & Conspiracy Trials & 2, Banking Crisis.
minister of Justice, Lord Mortimer (Ability 2, roll 2) fails to solve the former, while Treasury Minister Duke Roland (Ability 4, roll 2+1, modified by the Magistrate) solves the latter. Monarch's support remains at 30.
- 5. Player Turns:**
Robert: Draws #35, Any Activity. Play "Extra Activity" card. Rolls on the Fashion Table (11+2 = Fashion Setter + 5 PP). Promote Countess Elizabeth to Marquise (-4 IP). Recruit #35, Lord Mortimer (4+3 PP).
Counsels: Treason & Conspiracy Trials #3.
James: Draws #33, Extra Activity. Recruit #33 Earl Francis (3+2 PP). Pay 3 IP to become Earl.
Jeffrey: Draws #44, Scandal. Expose a scandal on Margaret. Rolls on Fashion Table (7 = Tasteful + 1 PP, +1 dm).
Margaret: Draws #41, Gain 1 IP. Recruit #41, Lord Percival, (4 PP). Spends 2 IP to roll on the Patronage table (9+1 = High Class +20 PP, +1 dm).
Mary: Draws #65, Favor. Rolls on Craft Table (9+1 = High Quality +3 PP +3 IP, +1 dm). Promote Mary to Duchess (-4 IP). Discards "Treachery".

Press:

Jeffrey- Must be Valentia Day in Fandonia--Love is in bloom.
Marquise Margaret to all--Always a Bridesmaid, never a bride. Sob.

The Cabinet:

Monarch: King George (30 Support)
Navy: Lord Arthur (#36)
State: Earl Duncan (#34), Ja

Consort: Queen Catherine
High Minister: Duke Henry (#43)
Army: Earl Francis (#33) Ja

Trade: Duke Marley (#44), Je
 Epain: Sir Donald (#21), Ro
 Sandarkan: Sir Guy (#12), Ja
 City States: Sir Richard (#14), My

Justice: Lord Mortimer (#35) Ro I
 Besyzan: Sir Michael (#15)
 Cronos: Sir Drew (#11), Ro
 Treasury: Duke Roland (#42) H My

Turn 9:

1. **Player order:** Margaret, James, Jeffrey, Robert, Mary.
2. **Office:** n/a
3. **Political Problems:** Minister of Justice Mortimer may try to solve the Treason and Conspiracy problem.
4. **Crown Event:** 6 = Court Ball.

Your loyalty chit is #__, your Opportunity Chit is ____, and your Event Card is _____. Due next are modifications to Margaret's scandal, to the counsels, and to the Political Problem roll, and for your player turn orders.

The Cast:

D&D Anderson: Lord Jeffrey (#23 & 61), 2 IP, 14/5 PP, 12 cards, #51, #24(MC).
 A. Bargender: Earl James (#22, MC), 4 IP, 22/10 PP, 10 cards, #52(H), #34, #12(H), #66, #33.
 Copeland: Marquise Margaret (#56), 9 IP, 28/18 PP, 12 cards, Phillip, #46, #54, #31, #53, #25, #41.
 Fowble: Lord Robert (#16/62), 3 IP, 32/8 PP, 12 cards, #13(H), #45, #21, #11, #26, Alimery, #35.
 York: Countess Mary (#64), 5 IP, 19/4 PP, 12 cards; #42(H), #63(H), #55(H).

Table Modifiers

Table	James	Jeffrey	Marge	Mary	Robert
Business Speculation	0	0	-1	0	0
Court Ball	0	0	0	0	+2
Craft	0	0	0	+2	-1
Fashion	+2	+1	-1	0	+2
Literary Pursuits	+2	+2	+1	+2	0
Patronage	0	0	+2	0	0
Socializing	0	0	0	0	-2

Counsels

Table	James	Jeffrey	Marge	Mary	Robert
Foreign War	2	--	--	--	2,3
Treason & Conspiracy Trials	2,3,4	--	--	--	1,3





KREMLIN

Wasolin Busted!

Nogoodnik Elected!!



CAST (in Table Order):

Cary Nichols: Re-Education Deployment Society (REDS), 3 cards
 Ron Fisher: Red Bivalve Factory (RBF), 3 cards
 Mike Scott: The California Connection (TCC), 3 cards
 Warren "Goz" Goesle: Sneaky, Treacherous, Annoying Bastards (STAB), 3 cards
 Dave Anderson: Decaying Licentious Antiquarians (DLA), 2 cards

POLITBURO:

Party Chief:	<VACANT>		
KGB Head:	Nogoodnik (V)	57w	TCC 10.2, DLA 10, STAB 2
Foreign Minister:	<VACANT>		
Defense Minister:	Wasolin (Z)	50+	RBF 5
Ideology Chief:	Palavrian (G)	71w+	RBF 6
Industry Minister:	Goferbrok (C)	74	
Economy Minister:	Doberman (L)	65+	RBF 4
Sport Minister:	Purgemoff (F)	71+	
Candidates: KNRW_			People: BDEHIJOPQ(REDs 3)STUXY
The Wall: A			Siberia: M

PHASE 1.5: FUNERAL COMMISSION:

TCC plays card #25 "Setbacks in Afghanistan", sending Z back to the people. Ideology Chief Palavrian must nominate Nogoodnik. REDS reveal 4 IP on F; STAB reveals 5 IP on F. TCC reveals 1 IP on C. V, G, F & C vote "Da", while L votes "Nyet". Nogoodnik becomes Party Chief.

PHASE 1.6: REPLACEMENT:

Party Chief Nogoodnik promotes F to KGB, C to Defense, L to Foreign, R to Industry, N to Economy, and W to Sport, aging 6 SP to 63. KGB Head Purgemoff promotes S to Candidate aging 1 SP to 72. TCC reveals 1 IP on W, who promotes Q to Candidates, aging 1 SP to 56. B & D are promoted to Candidate by age.

PHASE 1.8: REHABILITATION:

KGB Chief Purgemoff rehabilitates M, aging 5 SP to 77.

PHASE 1.9: PARADE:

Nogoodnik waves! TCC has 1 wave.

Due next are orders for Turn 2, Cure through Health Phases.

Press:

Goz to board: I was on an engineering jobs website and saw a job title of "Party Chief". Sadly, when I clicked on it it was not the first thing I thought of. Wasn't the second thing either.

POLITBURO:

Party Chief:	Nogoodnik (V)	63	TCC 10.2, DLA 10, STAB 2
KGB Head:	Purgemoff (F)	77+	STAB 5, REDS 4
Foreign Minister:	Doberman (L)	65w+	RBF 4
Defense Minister:	Goferbrok (C)	74w	TCC 1
Ideology Chief:	Palavrian (G)	71w+	RBF 6
Industry Minister:	Nikotin (R)	59s	
Economy Minister:	Karrienko (N)	63	
Sport Minister:	Bungaloff (W)	55s	TCC 1
Candidates: BDKSQ(REDs 3)			People: EHIJMOPTUXYZ(+,RBF 5)
The Wall: A			Siberia:

LEGEND: s = strong, w = weak, + = sick, ++ = ill, ? = under investigation, C# = card # remains as a bribe, @ = taking the Cure.

--CIRCUS MAXIMUS (continued from p 4)

Press:

"Rufus wiped the sweat and dust out of his eyes as he desperately tried to keep his balance in the wake of all the other chariots rumbling past. "Another cursed hot day.." he thought. He inwardly cursed the fate of the Gods that had stuck him with this team of scrawny, spavined nags. What Vengeful Fury had he angered to deserve such a gang of crawlers? Still, one had to be philosophical. There were three turns around the spina to go, and the race does not always go to the swift, as Virgil was fond of saying. Yet one must not get too far behind-- Rufus knew he'd have to whip his hopeless team sooner or later, or a gap would develop that even Bucephelas himself could not close..."



Cummings/Winnipeg Free Press



Source of the Nile

Turn 12



The Cast:

Dan Farrow (dropped)
Ron Fisher (dropped?)
Don Chinnery

Jason Bargender
Andrew York
D&D Anderson

Published: DD12 (lake, +79 acres), DD11 (lake, +75 acres), CC11 (lake, +88 acres), AA13 (veldt, river from 1 and 4 to 2), Z14 (veldt, river from 5 to 4, cataract, waterfall is 350 feet), Z13 (veldt, river from 1 to 2) and tribe L11 (the Mphahlele) in Z13.

Positions still available for fearless explorers. Contact Alan Bargender if interested.



ATREWS EPOCH VI



The Cast

Dave Anderson: Orange
Mike Fisher: Purple

Laird Khazoo: Red
Wayne Morrison: Ebony

Kevin Wilson: Green
James Kanne: Azure

THE BOARD:

AI: LT(c), UN(c,f); **AIV:** Mek(2); **AV:** Alb(RM), BSb, CEu(C,AM), CMa, NAp, SAp(OM).
EI: App, PSb; **EV:** GaD(EM), Irr; **EVI:** Cam(c), Gut, Mex(C), Nin(C).
GI: Cey, EGh; **GII:** Golic(f); **GV:** Est, Hin, Lin(GM), Man, Mon, NEP, Tur, Uln(GM), Yan(AM); **GVI:** Che(C,GM), Eln, GPC, Mal(GM), StK, Sum, Sze(RM).
OI: PSD; **OII:** Ara(c,PM), Hig(f,c); **OIII:** Hok(C,f), WGH; **OIV:** EDe(c), WDe, WSt(2); **OV:** Lib, Sha(c);
OVI: EAn, Lev, MTl, Pin, PPl(RM), UTl(PM), WAn(C,OM), Zag(AM).
PI: Yel(C,f); **PIV:** GaV, Nil(RM); **PV:** Ire, LRh, Sea; **PVI:** Pyr(C), ...
RI: Con, Mad, Nub(2); **RII:** Pal(f); **RIV:** Bal(3,C,f), Cre, Dal, Mor(2,f,EM); **RV:** Tar, Wei; **RVI:** Bra, Wlb(C), Win.
Seas: Atl(PRI), BoB(G), Car(R), EMS(O), Ind(R), Nth(P), Red(P), SCS(G), SoJ(G), WMS(2O)
Unowned: NGa(c)

SCORE: E(27-6+), R(39+), O(50+), P(68+), A(70+), G(74)

EPOCH VI (concluded):

SPAIN (P): Bid 21. Play "Disaster" @ Zag (-AM) & "Plague" @ CEu (6.5,4.4 n/c). Play 1A,C,PM @ Pyr (-1PV), 1F @ Ind, 1A @ Dee, SAn, 1NGa(-c), CEu (6.6:6.2; 5.2:4.4 -1AV, C +c), Alb (5.2:1 -1V), 3A @ BSb (2.2:5; 6.2:6; 5.3:6; 6.3:4 -2PV), -1AV, 1A @ Ara (6.5:3.3 -1OIL), SAF, Sib (+PM), WGa, Dan. VP = 68 - 21 + C(2x2) + c(1) + M(4x2 +2) + S(2) + Mid E(P=2) + N Afr(P=2) + China(P=3) + Ind(P=3) + S Eur(P=2) + N Eur(D=4) + NAm(P=1) + SAm(P=2) + SS Afr(P=1) = 84.

SARAFIDS (VV): Play 1A,C @ PSD (-1OI), PPl (5.4:1 -1OVI), and Lin (5.5:6 -1AIV).

MAGHAIS (V): Bid 16. Play "Leader". Play 1A,C,AM @ GaV (-1PIV), 1A @ Uln (4.2,1:1 -1GV), GaD (5.4,2:4 -1EV), 3A @ EDe (5.5,2:6.5; 6.2,2:6.3; 4.4,2:6.6; 4.2,1:2,1 -2AVI, -1OIV,c), 1F @ BoB (3.3,2:3; 2.1,1:5 -1AF), 1A @ EGh (6.2,2:6; 6.4,3:5 -1GI), Irr (6.5,5:6.5; 5.5,3:5.2; 5.4,4:5.3; 5.4,2:4.4 -1EV), Sze (5.4,1:2.2 -1GYI), Wei (5.3,1:5; 5.4,3:2 -1RV), Yel (6.5,3:6+1; 4.4,1:3+1; 3.2,1:4+1 -2AVI). VP = 70 - 16 + C(2x2) + c(2) + M(1x2 +4) + Mid E(P=2) + N Afr(P=2) + China(P=3) + Ind(D=6) + S Eur(P=2) + SE Asia(P=2) = 83.

SCORE: E(39), R(48), O(60), G(74), A(83), P(84)

Due now are your bids for Epoch VII.

THE BOARD:

AI: LT(c), UN(c,f); **AIV:** Mek(2), PPl(RM), PSD(C); **AV:** CMa, NAp, SAp(OM); **AVI:** EDe, EGh, GaD(EM), GaV(C,AM), Irr, Uln(GM), Wei.
EI: App, PSb; **EVI:** Cam(c), Gut, Mex(C), Nin(C).
GI: Cey; **GII:** Golic(f); **GV:** Est, Hin, Lin(GM), Man, Mon, NEP, Tur, Yan(AM); **GVI:** Che(C,GM), Eln, GPC, Mal(GM), StK, Sum, Sze(RM).
OII: Hig(f,c); **OIII:** Hok(C,f), WGH; **OIV:** WDe, WSt(2); **OV:** Lib, Sha(c); **OVI:** EAn, Lev, MTl, Pin, UTl(PM), WAn(C,OM), Zag.
PI: Yel(C,f); **PIV:** Nil(RM); **PV:** Ire, LRh, Sea; **PVI:** Alb(RM), Ara(PM), BSb, CEu(c,PM), Dan, Dee, NGa, Pyr(C,PM), SAF, SAn, Sib(PM), WGa.
RI: Con, Mad, Nub(2); **RII:** Pal(f); **RIV:** Bal(3,C,f), Cre, Dal, Mor(2,f,EM); **RV:** Tar, Wei; **RVI:** Bra.

Wib(C), Win.

Scas: Atb(PR), BoB(G), Car(R), EMS(O), Ind(PR), Nth(P), Red(P), SCS(G), SoJ(G), WMS(O)

Map posted at: <http://hometown.aol.com/msnar/maps/Atrous.gif>

--MACHIAVELLI (continued from p 3)

you held on longer than I thought, course France's action helped, and could have helped you more if you'd taken the bull by the horns..... Gutsy play my Friend Lee. I'm uncertain what it gained except a quicker end to the game, but know you were keeping things interesting. And of course our thanks to the GM!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Dear Combatants and Paul

Thank you for the challenging game of Machiavelli. I really like the kind of zines that BORIS represents. Thank you Paul for keeping it going. I know it is a great effort and I want to express my admiration for what you're doing.

The game. I have played Turkey before and I wanted to try something new. Venice was a good choice. My initial plan was to first attack Austria and then attack either Papacy or Florence with France and Turkey as allies and then stab the ally for the victory. The centers would be Ven, Tre, Pad, Fer, Man, Trent, Car, Cro, Dal, Hun, Aus, Cre, Mil, Tyl and Mod or Bol.

The plan was formed before I knew that FT was tightly tied together. When I found out I played the game hard with France and forced him to attack Florence in return for allying (we had already started fighting). France was defending his alliance with Turkey and allied short-term with Florence. The French suggestion was a three-ried FTV by having me taking out Papacy and Florence!!!. This was all while I was fighting Austria (partly together with Turkey). I never gave Austria a chance of allying with me, even if the suggestion was up several times. Not even after Dave took over I changed the plan. Austria had to go and she did after some effort.

Now I had some choices to make. I didn't want to share the win with France and Turkey. And at least Turkey was running ahead (maybe I was paranoid) so I didn't want to favour Turkey any more. At last I had to attack Turkey while I had formed an Italian alliance with Florence and Papacy. The attack on Turkey was not successful and soon I had France on my neck as well. Florence was my saviour and I almost (only almost) have a bad conscience about stabbing Florence in the end. As it turned out maybe I hadn't had to do that to win... Anyway, Florence changed player, so I felt a little easier not to honour the help I had received.

Maybe the little squabble with Turkey had the desired effect? The Turkish focus disappeared from taking more from Papacy and France had some disproportional shares in exchange for continued Turkish friendship. I felt quite alone at that time, even if I had both Papacy and Florence as allies. They were quite weak and we couldn't do very much but to watch FT roll over Italy. But surprise, surprise... I had some good guesses and stalled France. The end was still hard to predict.

So the boring end really made the outcome of a so far exciting game suddenly obvious. France belling out really made me disappointed. It would be hard NOT to win. OK, I didn't make any efforts, I even played along with Florence and Papacy that the game would continue after 1528. Don't think they ever bought the illusion. But the game had been going for quite a while, so it was about time to end it..

Thanks again for playing the game with me. Especially thanks to all who filled in as replacements. It is great of you to take on those positions. And many thanks to you who played the game through (that's you Mike). I respect players who honor their commitment. Finally I want to thank Paul for adjudicating the game. For me Machiavelli is such a new game and I learned a lot in the discussion of the rules.

Hope to stab you again some time.

Cheers.

Sven

ON DECK



1830: R Fisher, Zieske, Copeland, Zodda, Hanna, Frueh

1835: Hanna

1850: Hanna, Frueh

1870: Zieske, Hanna, Frueh

AGE OF RENAISSANCE: Hanna, Frueh

AIR BARON: R Fisher, Copeland, Zodda

BRITANNIA: Dave A, Hanna, Butitta, Wilson, Boyum, Frueh (awaiting end of Devon or Egbert)

CIRCUS IMPERIUM: O'Hara

COLONIAL DIPLOMACY: O'Hara, Copeland, Nichols, Anderson

DIPLOMACY: Fisher, Shacklett, Zodda

DUNE: Dave A, R Fisher, K Wilson, Butitta, O'Hara; need 1-4 more

GLADIATOR: O'Hara

GUNSLINGER: Scott, Fowble, R Fisher, O'Hara; need 3 more

HISTORY OF THE WORLD: Zodda

JUNTA: Copeland, Dave A, Hanna

KINGMAKER: R Fisher, Shacklett, O'Hara

KREMLIN: Zodda, Scott

MACHIAVELLI: Cole, Anderson

MAGIC REALM: Butitta, Deb A, O'Hara

MAHARAJA: Hanna

MERCHANT OF VENUS: R Fisher, Deb A

MONSTERS RAVAGE AMERICA: Butitta, T.J. Klausutis(?)

RUSSIAN CIVIL WAR: O'Hara, Scott

SETTLERS of CATAN: Goz, K Wilson, Copeland

SILVERTON: Zieske, Deb A

TITAN: Khao, A & J Bargender, York, (Webb), O'Hara, Frueh; need 0 or 1 more

WIZARD'S QUEST: A&J Bargender, Farrow, R Fisher, Deb A, O'Hara

OTHER POSSIBILITIES: 1829 (N OR S), AFTER THE HOLOCAUST (*GM Fowble), GODSFIRE, KAMAKURA, PLANET MINERS, SAMARAI.

* Offered by guest GM, when space is available.

OUR SUBSCRIBERS

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DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 4 APR 03

The Bottom Line

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